

/TG/STATION 13 ADMIN GUIDELINES AND RESOURCES

LAST UPDATED 11/18/14

PLEASE DO NOT AT THIS TIME LINK THIS
TO ANY NON-ADMINISTRATORS

TABLE OF CONTENTS



I. Conduct

II. Tools

III. Investigation and Banning

IV. Tips/Events (To be done later™)

Preface

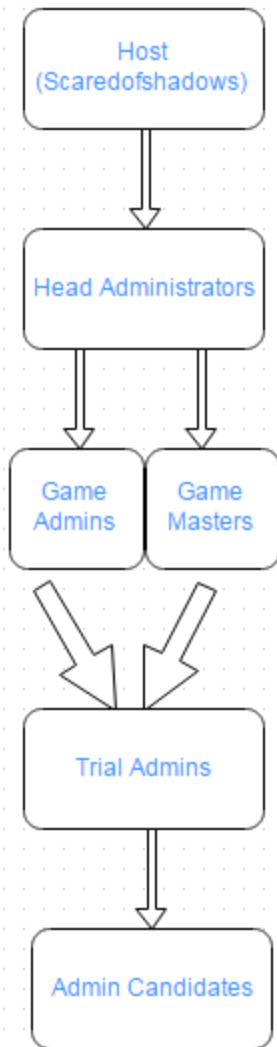
Welcome! This guide is meant for both perspective trialmins as well as regular existing admins if need to be used for reference. You were likely given this guide by the person overseeing your adminship. It may seem like a lot to take in with over 20 pages of information, but a lot of this will come rather easily as you use it more and more. Important thing to learn and understand is the conduct section, and the rest is mostly just for your reference. Always remember that adminbus is ready to help you out if need be, and other admins will happily answer your questions and guide you to the best of their ability.

I. Conduct

- **Be in IRC if you're going to admin on the servers.**
- **Scaredy can be PM'd about anything and it will remain anonymous (should you wish).**
- **Don't lie. We expect players not to, you shouldn't either. The only exception is if needed to catch serious offenses.**
- **Please ensure that all adminhelps are answered timely. Ban requests should be reserved for times when no admins are available, and for when you cannot respond to an adminhelp due to involvement.**
- **Please maintain a professional conduct both in game and outside of the game. It is expected that you take the position seriously. This doesn't mean you can't talk casually to the playerbase, but remain professional on the forums, as well as on other Space Station 13 communities. While being banned on another server while you are an admin, doesn't necessarily mean punitive action here, it is expected that you don't go out of your way to grief/raid other servers either.**
- **Privacy is expected by the players. Do not publicize connection logs, as well as IP(s), ckeys, and computer IDs (cids) anywhere in game or outside.**
- Be polite, but casual, in adminhelps. You don't want to be unapproachable, you don't want to be an asshole. You're there to make sure things run smoothly and as many people as possible have fun. If you expect the players to treat you with respect, treat them with respect as well.
- Check notes of players being adminhelped for warnings and past aggressions.
 - Be sure to check the notes on both servers, as they're not shared.
- If you warn someone, use the notes function and actually type out "warned for x" so everyone else knows when you warned them and what for, in case of future aggressions.

- If you're a Trial Admin and a Game Admin tells you to do something, it's a good idea to listen. The same can be said for Game Admins where a Game Master / Headadmin is concerned. If you have a problem with what they're saying, raise it in bus.
- If another admin is on, make sure you don't step on each others' toes and both answer the same adminhelp, it can be confusing to the player, especially should what you say contradict. If you are unsure about something, it's better to ask in adminbus rather than relay wrong information to someone.
- Please be careful if you choose to 'test' something you have little idea about. If someone asks something like "How much damage does a stunbaton do", that can be checked easily, but more outlandish questions, like pertaining to var editing, should be investigated on your own local server and not the thunderdome, as you risk crashing the server.
- If one player is acting like an asshole/spamming OOC feel free to mute them from OOC instead of just turning off OOC for everyone.
- Sometimes it is necessary to turn off OOC if you think there's too much arguing going on and it can detract from the current round.
- You do not need to be anal about minor IC in OOC violations being performed by new players, things like references to the fact they've been disposed 4 times this round. A warning will usually suffice.
- Bans are either to teach a lesson, punish malicious behavior, or remove shitty players from the community. Banning for mistakes doesn't really serve any of these purposes (an honest mistake can be explained and in the future avoided without having the players experience ruined with a ban). Of course a jobban might be warranted if a mistake is repeated multiple times.
- Always try to consider what you'd have done in the players place. They don't have the luxury of piecing it together from attack logs, infinite time to make a decision, knowing every antag, etc. They'll act on incomplete information, they'll act on emotion. Don't judge them vs. perfect actions, but based on reasonable ones in their place.
- Don't ban when you don't have to. Let people off with a warning if applicable.
- **Don't get around the config disabling the possessing of singulos/narsie.**
- Don't handle adminhelps against your own person. A simple "valid" for someone adminhelping about you, an antag, killing them, is fine, but don't debate your side of something with someone over admin PM's, have them make a ban request if they feel it's a major enough issue, or have another admin online at the time handle it.
- Don't use adminhelps as your own personal messenger, use IRC or something similar if it's that important, or OOC itself.

- Don't make yourself an antagonist. If you're participating in an event and want your objectives to show up at the round end, it's generally okay then, but don't give yourself changeling during a traitor round just because you can.
- Don't give yourself benefits using admin powers. This obviously includes revivals.
- Don't perform actions just to intentionally piss off players, e.g. spamming buttons or editing sprites.
- Don't be a hypocrite. If you're doing something you'd normally ban someone for doing, you're breaking this.
- Upon banning someone, you are placed in charge of ensuring they understand why it is they were banned and are in charge of responding to any ban appeals they should make. Ignoring a ban appeal may lead to the person being unbanned by a headadmin. At least have the courtesy to tell them "denied", and WHY.
- Do not touch another admin's ban without prior permission / talking to them. Exception to this being if you have headadmin permission / you are above them in rank and have a tangible reason (which you will provide to them)



Chain of Admin Command

I. The host, has ultimate authoritative, and veto power over any bans, policy, as well as decisions.

II. Headmins have power over creating, endorsing, and removing policy, overruling bans made by game admins and game masters.

III. Game masters are not allowed to overrule game admin bans, however they are senior ranking admins, and game admins are expected to consider their thoughts as well as suggestions.

IV. Trial admins under all circumstances are expected to follow the directions of other full admins, and can have their bans overturned by them.

- Game admins removing/changing trialmin bans are expected to follow up with trialmins as to why they preformed said action.

V. Unless it is an emergency (admin running around intentionally crashing the server, dragging a singularity around), do not ban people on the admin list. Contact a headadmin or

scaredofshadows if you think an admin did something bannable/shitty.

Playing while adminning

- Deadadmin self when you play anything resembling an important role (AI, heads/sec, antagonist). It'll be better for both you and the players. Your round won't be made less fun by meta info (and players won't suspect you of using admin powers to cheat), you won't have to take a break from the action to answer adminhelps (and players won't have their helps ignored because you're busy playing). If you want to play just hit the button.
- If you end up something like nuclear operative or wizard, you can either follow the above or just find a moment to respond to people when you have a chance. If deadminning, try and get another admin on with you so that the server isn't adminless.
- **Do not use your admin verbs to gain yourself an IC advantage**
- **If you decide to play, don't check antagonists prior or during your round, as that is significant meta information.**

Sounds (aka midis)

- Don't play a sound file over 300kb, as it's likely (as in definitely) going to cause large amounts of lag. 250kb and below is generally the safe range for sounds.
 - .mid and .mod are the best formats to use as they're the smallest.
 - Avoid .ogg, and larger files. Do not stack songs, or split long songs into smaller parts in order to play them. This creates a lot of slowdowns to the players especially in foreign countries, and those with bad internet connection.
- Ask if a sound is playing before playing a sound.
- With the new update, sounds queue properly, however you should still avoid queueing sounds after sounds due to the issue of bandwidth.

II. Tools, buttons, and functions.

Various Tools exist to help you administrate the server. It is a good idea to get familiar with the tools, and to help you administrate the server. If this list is outdated, please contact a headadmin. Note that a lot of these functions can be used in more efficient ways, ie instead of scrolling through a list to find a person to adminhelp, you can right click, bring up their player panel and adminhelp them from there. All of these commands can be typed into the bottom bar as you would if writing for OOC.

Communication done by admins in game is done via say, which works just like say or OOC does, but it is an ooc channel only seen by admins. Obviously you are not restricted to writing in round information in this chat. There also exists a few admin specific shortcuts.

F5 Aghost	F6 Player Panel (new)	F7 Admin PM	F8 Invismin
-----------	-----------------------	-------------	-------------

Lastly .getserverlogs command fetches you server logs from the database.

1) BUTTONS

I know there is a lot, but most of these you really don't need to know or use majority of the time. This is just here for reference sake. I might edit these to only have useful functions later etc. I should have also probably alphabetized this. ;_;

Admin Tab

Admin PM	Adminhelp	Adminnotice	Adminverbs - Hide All
Adminverbs - Hide Most	Adminwho	Aghost	Banning Panel
Call Shuttle	Cancel Shuttle	Check AI Laws	Check Antagonists
Create Antagonist	De-admin self	Delete	Display Job bans
Game Panel	Get Key	Get Mob	Investigate
Invisimin	Jump to Area	Jump to Coordinate	Jump to Key
Jump to Mob	Jump to Turf	Manage Job Slots	Player Panel
Player Panel New	Reload Admins	Reset Telecomms Scripts	Secrets
Show Player Panel	Show Server Attack Log	Show Server Log	Stealth Mode
Unban Panel	Unjobban Panel		

Admin PM- Select the person to send an admin message. Shortcut is F7

Adminverbs - Hide Most- Hides most of the rarely used admin verbs.

Call Shuttle - Self explanatory.

Create Antagonist - Selects an antagonist to be created. Please be mindful with spawning antagonists, especially the Death Squad and nuke op button. Also note that a malf AI spawned late into the round can do all malf things, but cannot blow the station up, or take over.

Game Panel- Brings up the game panel. See below for more information.

Invisimin- Makes your current character invisible. Only use for debug, admin purposes. Not to be confused with stealtmin.

Jump to mob- Self explanatory. Shows a list of mobs that you can move your ghost to.

Player Panel New- Brings up the player panel. See below for more information

Unban Panel- Unused

Adminhelp- Same as a regular player. Sends a message to admins online. Not really used as a command is used for most admin-admin communication.

Adminwho- Prints list of all admins online

Cancel Shuttle- Recalls the shuttle

De-admin self- Removes you from the admin list, removing all admin power for the current round. This is reset after round ends or if anyone Reloads Admins

Get Key - Teleports the mob controlled by said ckey to your location.

Jump to Area- Jumps to specific area.

Jump to Turf- Unused.

Reload admins- Reloads the admin list to be as specified on admin.txt, deadmining anyone who might have been tempmined, as well as readmining those who deadmined.

Show Server Attack Log- Fetches the server attack log for the current day.

Unjobban panel- unused

Adminnotice- Used to set or view the admin notices that only admins see upon logging in.

Aghost- Used to ghost from your body without going catonic. Use it again to go back to your body. Shortcut F5

Check AI Laws- Prints AI's and cyborg's laws.

Delete- Unused. Right click and use delete on object instead.

Get Mob- Teleports a mob to your location.

Jump to coordinate- Teleports you to specified ingame coordinate.

Manage Job Slots- Allows you to add 10 clown slots!

Reset Telecom Script- Removes any scripts uploaded to the telecomms.

Show Server Log- Fetches the server log for the current day.

Adminverb-Hide All- Self explanatory

Banning Panel- Shows the Custom Ban Panel. More info further down.

Check Antagonist- Shows the current ingame Antagonist as well as some other functions. More info further down.

Display Job Bans- Not used.

Investigate- Shows a panel that contains the various logs useful for investigating some specific things. See below for more info.

Jump to Key- Moves you to specified ckey.

Player Panel- Old player panel. Unused.

Secrets- Shows various information, as well as some useful buttons. See below for more info.

Stealth Mode- Retaining all original functions of an admin you are removed from the admin list seen by players, and when you speak in OOC, you are seen as a player with whatever name you set.

Debug Tab

Advanced ProcCall	Debug Controller	Debug Mob Lists	Debug verbs	Debug-Game
Del-All	Kill Air	Make Pownets	Restart Controller	SDQL2 query
Spawn	Stop Sounds	View Variables		

Most of these are really only used in case something is fucked/crashing. You really shouldn't be using these under normal circumstances besides View Variables.

Advanced ProcCall- Don't use unless you know what you are doing.

Del-All- Deletes all specified objects in the tree. Please use VERY carefully as not writing down the full path could probably screw things up bad.

Debug Controller - Use this to variable edit various controllers. Once again, be careful as fuck with this, and test it on a local server.

Kill Air- Stops air processing. Sometimes helpful in stopping lag after massive atmos-calculation inducing damage. Pressing it again will revive Air processing.

Stop Sounds- Stops all sounds currently playing including admin played.

Debug Mob List- Unused as far as I know.

Make Pownets- Unused

View Variable- Shows the variables of specified object. See below for details on var-editing and it's uses.

Debug verbs- Shows various verbs used for testing that should **NEVER** be used ingame.

Restart Controller- Restarts a specific controller such as master and lighting. Only use if one of them is failing, or better yet cry for help from a coder.

Debug-Game- Unused.

SDQL2 query- SDQL commands that can easily crash the server if used wrongly. Please don't use unless you know what you are doing.

Fun Tab/Server Tab/ Special Verbs Tab

I feel like most of these are rather self-explanatory. I might add these later.

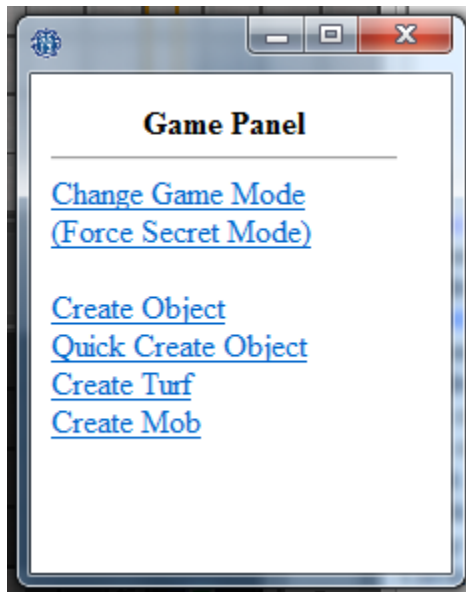
2) PANELS

From banning shittlers to running events panels will be your best friend!

Do note that the banning panel, and in depth discussion of bans is included in the next section!

GAME PANEL

Fairly straightforward. Change Game Mode allows you to select the game mode that will be run prior to round start. This will be public to the players. If you wish for it to not be, use force secret mode, which will still attempt to change the game mode but this will not be seen by regular players.



Create Object brings up an item selection screen. The biggest issue is that it lags like shit, but it allows you to spawn multiple items and has some other options that the Spawn verb doesn't.

Create Turf creates a specific turf at the location overriding the turf there. For those unfamiliar a turf is a time of object such as walls and floors. Unsimulated means that the atmosphere is not simulated on the turf, and it will always either have breathable air or not. Simulated is the opposite.

Create Mob creates a specific object at a location.

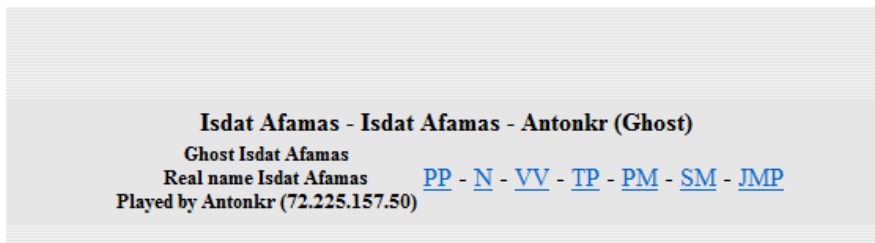
It's worth bringing up that spawning a shitload of items with this is not a good idea, and it can lag the fuck out of the server.

PLAYER PANEL

Player panel

Hover over a line to see more information - [Check antagonists](#) - Kick [everyone/AFKers](#) in lobby

Search:



Allows you to look up specific players as well as information about them. The buttons are as follows.

PP- Shows the player's specific player panel, which I'll show below.

N- Displays player's notes.

VV- Displays the variables for the mob controlled by the player.

TP-Shows the traitor panel

PM-Shows dialogue for messaging the player

SM-Shows dialogue for subtle messaging the player which can be used to help a person with something or to hint them with something not warranting a loud attention grabbing adminhelp.

JMP- Jumps to the player. If you are in a mob at the time, it automatically aghosts you prior.

continued below is the result of clicking PP on a specific player.

Options panel for **Isdat Afamas** played by **Antonkr** [\[GameAdmin\]](#) [\[Heal\]](#)

[\[VV - TP - PM - SM - JMP\]](#)

Mob type = /mob/living/carbon/human

[Kick](#) | [Ban](#) | [Jobban](#) | [Identity Ban](#) | [Notes](#) | [Prison](#) |

Mute: [\[IC\]](#) | [\[OOC\]](#) | [\[PRAY\]](#) | [\[ADMINHELP\]](#) | [\[DEADCHAT\]](#)(toggle all)

[Jump to](#) | [Get](#) | [Send To](#)

[Traitor panel](#) | [Narrate to](#) | [Subtle message](#)

Transformation:

Human | [Monkeyize](#) | [Corgize](#) | [Make AI](#) | [Make Robot](#) | [Make Alien](#) | [Make Slime](#)
[Make Blob](#) | [Animalize](#) |

Rudimentary transformation:

These transformations only create a new mob type and copy stuff over. They do not take into account MMIs and similar mob-specific things. The buttons in 'Transformations' are preferred, when possible.

[Observer](#) | [\[Alien: Drone, Hunter, Queen, Sentinel, Larva \]](#) [Human](#) | [slime: Baby, Adult \]](#) [Monkey](#) | [Cyborg](#) | [Cat](#) | [Runtime](#) | [Corgi](#) | [Ian](#) | [Crab](#) | [Coffee](#) | [\[Construct: Armored , Builder , Wraith \]](#) [Shade](#)

Other actions:

[Forcesay](#) | [Thunderdome 1](#) | [Thunderdome 2](#) | [Thunderdome Admin](#) | [Thunderdome Observer](#) |

All the way up top we have the rank displayed as well as the option to heal the mob. Healing should only be used for events/debug and such as it revives and puts the mob to full health.

VV - TP - PM - JMP works the same as described above.

Mute works well, but prepared to have the person bitch about it.

Kick | Ban | Jobban | Identity Ban | Notes | Prison:

Work as described. Identity ban at the time doesn't work. Prison transfers the person to an admin prison on the Centcom prison which consists of unbreakable unsimulated walls.

Transformations and rudimentary transformations are similar, but like said on the tin, Transformation when possible is preferred. Note some transformations aren't available until the mob is made to be human.

Forcesay makes the person say whatever you want (pls dont abuse this though)

Thunderdome and such buttons transport the person to the dome replacing their gear with that of thunderdome gear.

CHECK ANTAGONIST (ROUND STATUS) TAB

Round Status

Current Game Mode: **traitor**

Round Duration: 1:11:28

Emergency shuttle

[Call Shuttle](#)

[Delay Round End](#)

Traitors

[Ivy Miller](#)

[PM](#) [Show Objective](#)

[Jack Steiner](#) (logged out) **(DEAD)** [PM](#) [Show Objective](#)

[Johnny Keytar](#) (logged out) [PM](#) [Show Objective](#)

[Andrew Mitchell](#) [PM](#) [Show Objective](#)

[Fortune Ray](#) [PM](#) [Show Objective](#)

[Greg Pendleton](#) [PM](#) [Show Objective](#)

[Bryce Pax](#) [PM](#) [Show Objective](#)

Displays the Game Mode, Round Duration. It allows you to also call the shuttle, and modify the time for it to arrive, and leave and such. Delay Round End allows you to stop the server from restarting when the shuttle docks. THIS MUST BE PRESSED BEFORE THE ROUND ACTUALLY ENDS. Ie, you cannot delay after the shuttle docked with Centcom.

BANNING PANEL



Banning panel

Add custom ban: (ONLY use this if you can't ban through any other method)

Ban type: --	Ckey:
IP:	Computer id:
Duration:	Job: --
Reason:	
Add ban	

Search: Ckey: Admin ckey:

Please note that all jobban bans or unbans are in-effect the following round.

Although we will be talking more about bans in the later section, it's important to know the banning panel and what it does. Most of the time you will be using it to figure out if someone banned someone, to edit or remove your bans, or to apply custom and specific bans.

The first rule of adminbuse is: you don't talk about the adminbuse.

General Secrets

[Show Job Debug](#)

[Admin Log](#)

[Show Admin List](#)

Admin Secrets

[Cure all diseases currently in existence](#)

[Bombing List](#)

[Show current traitors and objectives](#)

[Show last 0 signalers](#)

[Show last 0 law changes](#)

[Show AI Laws](#)

[Show Game Mode](#)

[Show Crew Manifest](#)

[List DNA \(Blood\)](#)

[List Fingerprints](#)

Shuttles

[Move Ferry](#)

[Move Mining Shuttle](#)

[Move Labor Shuttle](#)

Fun Secrets

[Reset Thunderdome to default state](#)

[Trigger a Virus Outbreak](#)

[Turn all humans into monkeys](#)

[Change the species of all humans](#)

[Make all areas powered](#)

[Make all areas unpowered](#)

[Power all SMES](#)

[Triple AI mode \(needs to be used in the lobby\)](#)

[Everyone is the traitor](#)

[Summon Guns](#)

[Summon Magic](#)

[Summon Events \(Toggle\)](#)

[There can only be one!](#)

[Make all players retarded](#)

[Egalitarian Station Mode](#)

[Break all lights](#)

[Fix all lights](#)

[The floor is lava! \(DANGEROUS: extremely lame\)](#)

[Toggle bomb cap](#)

Security Level Elevated

[Change all maintenance doors to engie/brig access only](#)

SECRETS PANEL

Secrets panel is mega useful as it contains a bunch of log information that is rather specific to the round.

I'll talk more about the buttons themselves in their respective section, but you should be familiar with this panel. Most of the stuff here is pretty self-explanatory, but it's worth mentioning that as a trialmin you might not have access to all of the event-related "fun secrets" but only the logs.



BAN DATABASE

Search Panel

(use % to match any character as a wild card)

Player key:

Player cid:

Player ip:

Search type:

Search:

Any All

GO!

View Ckeys (1)

antonkr	3790
-------------------------	------

View Computer IDs (3)

393129666	2821
4292278330	966
1802191564	3

View IPs (8)

View Connections (3790 connections grouped into 649 rows)

2013-04-02	antonkr	68.172.232.245	393129666	67.149.138.116:1337	5
2013-04-03	antonkr	68.172.232.245	393129666	67.149.138.116:1337	10
2013-04-04	antonkr	68.172.232.245	393129666	67.149.138.116:1337	12
2013-04-05	antonkr	68.172.232.245	393129666	67.149.138.116:1337	9

The ban database is a valuable tool that can help you check the player's ban history, previous connections, as well as the times they have connected. It's rather intuitive, and I don't think a guide is needed for it. It is important as mentioned earlier to not release any information to the public, especially concerning IPs. IE this picture wouldn't be suitable to release, as it contains a person's IP address.

blackiwhat 2314621045 24.185.151.182	2014-11-17 22:09:03 antonkr AI 1440 Minutes	Letting someone into the HoP's office, and locking them down the second after, sparking a manhunt.	Active 2014-11-18 22:09:03
theunlovedrock 3853791458 67.87.119.172	2014-11-17 22:07:21 tedward1337 Server 5 Minutes	IC'd in my OCC	Expired
laferioo 1045312211 65.78.169.208	2014-11-17 21:27:34 quartzcrystal Server 1 Minute	YOU REALLY FUCKED UP HARD THIS TIME.	Unbanned quartzcrystal 2014-11-17 21:27:58

This is how the banning tab looks like. Note that you can click on just about every piece of information underlined here, including ckey, cid, IP, ckeys of admins, and even the round to obtain more information.

3) IRC.

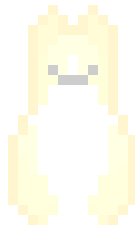
Admins use IRC as a primary form of communication. Official information, as well as admins are often on here. As there is official and sometimes current round information, non-admins usually are not allowed, except for admin-candidates.

The IRC used is rizon.net #adminbus, as well as #banbus for appealing certain bans.

We recommend getting a client of your choice for IRC, and to ensure that you register your nickname with the following command

```
/msg NickServ REGISTER password email
```

IRC is also your best bet in contacting Scaredofshadows, as well as the headmins.



III. INVESTIGATION AND BANNING

Investigation and banning are one of the most important responsibilities of your job. I'll be talking about in what order things would usually come about. At first investigating might seem slow, but you'll usually catch on rather quickly.

ADMINHELP

HELP: [Takato26/\(J.R. Bob Dobbs\) \(?\) \(PP\) \(VV\) \(SM\) \(JMP\) \(CA\)](#) : Help Im being grieved by antonkr (?)

Info about Antonkr:

Mob type = /mob/new_player; Gender = male Damage = This mob type has no health to speak of.
 Name = **Antonkr**; Real_name = ; Mind_name = ; Key = **Antonkr**;
 Location = (at coordinates 8, 174, 2 in area **the start area**);
 Role: ; Antagonist:
[\(PM\)](#) [\(PP\)](#) [\(VV\)](#) [\(SM\)](#) [\(JMP\)](#) [\(CA\)](#)

You are probably familiar with adminhelps as a player, but in this case you will be on the receiving end. They will look along the line of this.

Clicking on the name will bring up a prompt to write out a response, and the rest of the buttons I've already described.

A thing that isn't seen anywhere else though is the (?) button which will display the button section after the "Info about Antonkr" line. This works with names ckeys and such, but it's recommend that you do double check as sometimes multiple people can have the same name.

Also, it'll show up in red letters if the person is an Antagonist

ADMINHELP COURTESY

Adminhelps are the most common way the playerbase communicates with the admins. It is important that you act courteous when responding, that you respond timely, and that you ensure that you seem like you want to do your job, and not as if you are annoyed by them asking. A response to the above adminhelp, which really isn't good in that it provides little information, without telling much about what happened, would still need to be courteous.

Something like "Read the rules and adminhelp again." isn't good.

Something like "What exactly happened?" isn't great but better.

Something like "Can you please be a bit more specific? What lead up to this?" is likely the best response.

You don't need to be stupidly friendly with the players as if you work at a supermarket, but do be professional, and polite.

SENDING AN ADMIN PM

I talked about the buttons, and the player panel, so you should know how to do it, however few things to note. Once again courtesy is important even if you believe the person is at fault. The last thing you want to do is have a conversation along the lines of

```
Adminhelp : Greytider: "Please help a security officer just beat me with a baton to crit."
Admin ->Sec officer "What the fuck are you doing? Why did you just beat the shit out of him"
sec officer-> "... he just tried stealing my baton, and the captain ordered his execution."
```

In the example above, the security officer was assumed guilty before his innocent. These types of adminhelps put people off playing security, instead something like.

```
admin->sec officer "Hey, I was wondering what happened with that assistant? How come you beat the shit out of him with your baton?" Thanks
```

This is a much better way of handling it, as you are firstly assuming his innocence, until he gets a chance to explain himself. It's simple stuff. Also try to avoid stuff like

```
admin->sec officer "Why did you beat up the assistant?"
```

It isn't all that bad, but it still comes off rather careless, and isn't the most pleasant thing someone would read from an admin. If you remember being a player, you will recall how terrifying the sound of adminhelp bloop is. Don't make the text intimidating at least.



INVESTIGATING.

This is the most important part of your job, so listen up! Investigations means looking through the logs, and variables to determine what exactly has happened. Since not everyone can be everywhere at the same time, logs are your definitive absolute proof of if x has happened or not. Do note that investigations can sometimes not be conclusive, and you might have to let a case go due to lack of evidence. Shit does happen, but knowing all the tools you can use will help it not happen.

ATTACK LOGS

Most commonly referred to thing in an incident. They give you a brief overview of what shittler did what first. They are stored in two ways. Firstly, remember how we talked about the .getserverlog command? They are stored there, but also included in the variables. These can be accessed by clicking VV next to the ahelp, or right clicking the person and pressing the view variable button. This'll get you the report for that person in particular, and will be far simpler then if you had to dig through the logs. Do note that var-editing will be covered later in the guide.

The screenshot shows the variable viewer for 'Isdat Afamas' with the path '/mob/living/carbon/human'. It displays a list of variables and a search bar. The attack logs are listed as follows:

- 1. (E) (C) (M) age = 21
- 2. (E) (C) (M) ajourn = 0
- 3. (E) (C) (M) alpha = 255
- 4. (E) (C) (M) anchored = 0
- 5. (E) (C) (M) animate_movement = 2
- 6. (E) (C) (M) attack_log = /list (36)
 - o [18:57:03] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:04] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:06] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:06] Has been disarmed by Eats-the-Monkey(saegrirn) = null
 - o [18:57:07] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:08] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:10] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:11] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:12] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:13] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:14] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:15] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:16] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:20] Has been attacked by Eats-the-Monkey(saegrirn) with screwdriver(INTENT: DISARM) (DAMTYPE: BRUTE) = null
 - o [18:57:21] Has been attacked by Eats-the-Monkey(saegrirn) with screwdriver(INTENT: DISARM) (DAMTYPE: BRUTE) = null
 - o [18:57:21] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:22] Has been disarmed by Eats-the-Monkey(saegrirn) = null
 - o [18:57:22] Has disarmed Eats-the-Monkey(saegrirn) = null
 - o [18:57:22] Has been attacked by Richard Aultman(tedward1337) with electrode(INTENT: HEAL) (DAMTYPE: BRUTE) = null

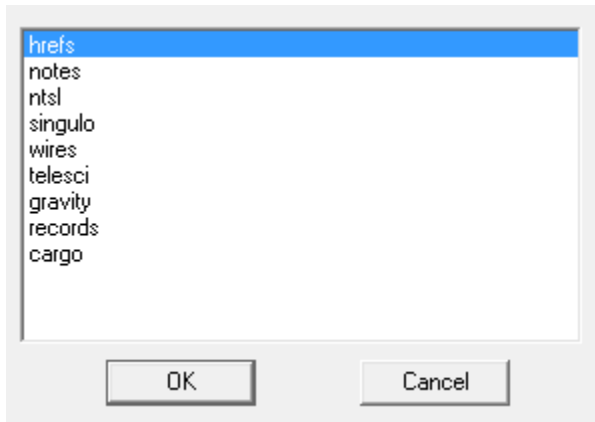
This is the example of the attack log. It'll be one of the first things on the list when you open the variables. It contains a bunch of useful information as well as the time (server time, not station time) as to when this all happened. We also have up top the information about the type of damage they received. 120 brute damage, as well as small oxy damage indicating that they've likely been in crit.

- o [18:59:07] Has CPRed Richard Aultman(tedward1337) = null
 - o [18:59:59] Has shot Richard Aultman(@tedward1337) with The electrode = null
 - o [19:01:16] Has electrified glass airlock at 122,77,2 = null
- As we can see here, attack logs also display other relevant information, including shooting, electrifying and giving CPR.

LOGS

Regular logs will only be stored on the database, accessible by `.getserverlogs` command unless you were observing and can scroll up to see whatever other logs may exist. These logs have all the communication, as well as the different times that this all happened. It has other useful commands including admin logs, end round antagonists and such. It's split up by days as well as for each round. Note that the round time is stored in EST timezone.

INVESTIGATE PANEL



Has a lot of miscellaneous records for

Hrefs- Shouldn't worry about those!

Notes- Shows all the players notes. Only those that have notes will actually show up here. Notes are talked more about in a few pages.

NTSL-Displays all the NTSL scripts uploaded to communications.

Singulo- Shows all events relating to creating the singularity and all other things.

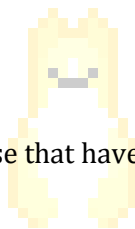
Wires- Snipping wires around maint will no more go unpunished!

Telesci- Shows all usage of telescience teleportation.

Gravity- Gravity generator, and it being turned on/off.

Records- Displays all modifications made through security and medical records, like setting someone to arrest, deleting someone from the security records and all the good stuff.

Cargo- All the things ordered by cargo.



FINGERPRINTS



[The autolathe](#)
[<< south >>](#)
 /obj/machinery/autolathe

[Refresh](#)

Select option ▼

E - Edit, tries to determine the variable type by itself.
C - Change, asks you for the var type first.
M - Mass modify: changes this variable for all objects of this type.

Search:

- (E) (C) (M) fingerprints = /list (2)
 - 66cca45ccb5bae6e63e37bbdf2615add = "66cca45ccb5bae6e63e37bbdf2615add"
 - 973f83d50b5cdc53e6b7cd031b31a2ba = "973f83d50b5cdc53e6b7cd031b31a2ba"
- (E) (C) (M) fingerprintshidden = /list (9)
 - [19:16:35](Wearing gloves). Real name: Dean Hall, Key: Powermaurer = null
 - [19:20:35]Real name: Ava Breezes, Key: Whispery Breezes = null
 - [19:20:55](Wearing gloves). Real name: Iona Hagane, Key: Ahammer18 = null
 - [19:22:07]Real name: Ava Breezes, Key: Whispery Breezes = null
 - [19:23:25](Wearing gloves). Real name: Dean Hall, Key: Powermaurer = null
 - [19:23:47](Wearing gloves). Real name: Robert Handler, Key: ChiefWTBT = null
 - [19:26:09]Real name: Ava Breezes, Key: Whispery Breezes = null
 - [19:26:20]Real name: Dick Johnson, Key: DickFreedomJohnson = null
 - [19:30:39](Wearing gloves). Real name: Dean Hall, Key: Powermaurer = null
- (E) (C) (M) fingerprintslast = "powermaurer"

Works very similarly to how a detective's scanner would, but far more robust. Although it isn't always entirely reliable, it will show who touched the object at what time. This can be useful in variety of situations, ie someone opening the pod door during transit or the like. As you can see even if the person wore gloves it's still recorded and logged. Also super useful for figuring out who touched pipes releasing plasma from atmos.

Keep in mind this does not get stored in the regular logs, so ensure you can finish an investigation into who did what in terms of canisters prior to round end.

CANISTER LOGS

Also in the variables, Canister logs provide who has done what with releasing a particular gas from the canister into the air. Particularly plasma.

Keep in mind this does not get stored in the regular logs, so ensure you can finish an investigation into who did what in terms of canisters prior to round end.



[The canister \[Toxin \(Bio\)\]](#)
[<< east >>](#)
 /obj/machinery/portable_atmospherics/canister/toxins

[Refresh](#)

Select option ▼

E - Edit, tries to determine the variable type by itself.
C - Change, asks you for the var type first.
M - Mass modify: changes this variable for all objects of this type.

Search:

- (E) (C) (M) release_log = "Valve was opened by Isdat Afamas (antonkr), starting the transfer into the **air**
 Valve was closed by Isdat Afamas (antonkr), stopping the transfer into the **air**
 Valve was opened by Isdat Afamas (antonkr), starting the transfer into the **air**
 Valve was closed by Isdat Afamas (antonkr), stopping the transfer into the **air**
 Valve was opened by Isdat Afamas (antonkr), starting the transfer into the **air**
 Valve was closed by Isdat Afamas (antonkr), stopping the transfer into the **air**
 Valve was opened by Isdat Afamas (antonkr), starting the transfer into the **air**
 Valve was closed by Isdat Afamas (antonkr), stopping the transfer into the **air**
 "

SECRETS

As shown above in the panels section, secrets has a lot of useful specific log information.

I'll only go through the log related secrets, and not event-related.

General Secrets

[Show Job Debug](#)
[Admin Log](#)
[Show Admin List](#)

Admin Secrets

[Cure all diseases currently in existence](#)
[Bombing List](#)
[Show current traitors and objectives](#)
[Show last 0 signalers](#)
[Show last 0 law changes](#)
[Show AI Laws](#)
[Show Game Mode](#)
[Show Crew Manifest](#)
[List DNA \(Blood\)](#)
[List Fingerprints](#)

Most of these are rather self explanatory.

Admin log is useful for figuring out if an admin did x or y, or if someone within the round adminhelped something. This is all stored in there. This is also found in the regular server logs.

NOTES

Notes will show you the bans the person received on a specific server, as well as notes that are added manually by admins. All warnings can be added here at your leisure. Pictured here is a very shitty example of a notes page. Holy christ what a shittler.

Notes for gadd: [\[+\]](#)

29-Jul-2013 | Harm baton'd as an asimov wizard cyborg. ~giacomand [\[-\]](#)
 30-Jul-2013 | Warned: assisting traitors in a kill is not allowed. Next time a more severe ban to be added ~hbk2006 [\[-\]](#)
 31-Jul-2013 | don't pick this guy for events ~elyina [\[-\]](#)
 03-Nov-2013 | Banned from Captain, Head of Personnel, Head of Security, Chief Engineer, Research Director, Chief Medical Officer - AFK at round start as HoP ~ikarrus [\[-\]](#)
 09-Nov-2013 | Warned - Recieved complaints about him beating prisoners excessively as an officer. ~ikarrus [\[-\]](#)
 12-Nov-2013 | Shot down the HoP after a massive confusion where one of the crewmembers (forcefullCJS) was sacrificing people into constructs to fight a wizard (he apparently stole a shard and a shell). Due to the confusion, decided not to give out a ban, but leaving out a warning instead. However, if he goes guncargo again, feel free to jobban him from that. ~laharimontgomery [\[-\]](#)
 13-Dec-2013 | If he intentionally inflicts harm under Asimov again, permaban him from silicons. ~hotelbravolima [\[-\]](#)
 26-Jan-2014 | Banned for 360 minutes - Grey tide ~hornygranny [\[-\]](#)
 16-Mar-2014 | Warned for creeping on Secretinthepants, 'just some jokes', agreed to cut it out voluntarily. See that he does. ~hotelbravolima [\[-\]](#)
 23-Mar-2014 | Banned for 6000 minutes - Used a lube grenade near the blob, killed a lot of people. Tried to infect himself in virology and spread it. Has a really bad record, should know better by now. ~giacomand [\[-\]](#)
 05-Apr-2014 | Banned from operative - Handed the Nuclear Disk over to the Captain as a Nuke Op. He was "pissed off" at his "idiot" team. ~skorvold [\[-\]](#)
 12-Apr-2014 | Kind of an asshole ~ikarrus [\[-\]](#)
 16-Apr-2014 | Banned for 1440 minutes - Greytiding - Attacking several crewmembers, nearly killing one. <http://pastebin.com/hkuMbA9u> ~subtlegraces [\[-\]](#)
 31-May-2014 | Banned for 15 minutes - OOC in IC ~arancianos [\[-\]](#)
 14-Jun-2014 | Banned for 0 minutes - Ban Evasion: Banned for two weeks on ziggypoo3000 account, ban evaded that entire time on the Gadd account. Appeal on the forums at: <http://www.tgstation13.org/phpBB/index.php> ~niknakflak [\[-\]](#)
 20-Jul-2014 | On probation for another month. Permaban him if he messes up or breaks the rules. See this thread: <http://www.tgstation13.org/phpBB/viewtopic.php?f=7&t=1006> ~niknakflak [\[-\]](#)
 28-Nov-2014 | Had a IC escalation with the HoP, it ended with the HoP having a exile implanted into him. He apologized about what he did, and did not know what the exile implant did. They do know now however, and have been given a warning for this. ~tedward1337 [\[-\]](#)
 28-Nov-2014 | Warned for sexual stuff. ~leibniz [\[-\]](#)

BANNING

Banning is the main tool of your job. Simply said it keeps people that we do not want away, helps people understand consequences of their fuck-ups, or teach people a lesson. Bans are almost always done after an investigation, but a few things to consider.

- Ensure that the person understands that they will be banned. Tell them from what positions and for how long, prior to the ban.
- Take into account the person's intent, as well as consequent action into account. Did they bring the person they killed to medbay or spaced them? Were they aggressive in ahelms or apologetic?
- Prior history? A person with no notes might get away with something small, but a person with a page full of notes? Probably not.
- Effect of the damage. Did the bomb the guy set off only blow himself and a random part of maint up or did it kill 10 people in crowded escape?
- If the person admitted or is proven of metacommunications (talking to someone in game using non-ingame communications) or ban evasion, **permaban them**.
- If the person is refusing to answer your adminhelps, being outright griefy and/or being creepy, **permaban them**.
- It's of course essential to be familiar with the rules. SO READ THEM.

TECHNICALITIES

Before we start there are a few terms we need to know

Ckey- This is your byond login/account. When a ban is applied, any attempts to connect with the account specified will result in being stopped. Due to the fact that a person may hold multiple accounts, this is not the only thing recorded in the ban database.

IP- Pretty self explanatory if you know anything about the internet. The IP identifies from where the person has connected, and it is the same for each router used. Often times you may see a note that states that two or more people are connected from the same IP address. This can either mean they are in the same room, but may also be the case if the router is shared in a university or something of the sort. When a person attempts to connect, regardless to what account from an IP that is banned, they will not be able to get access to the server.

Computer ID- Computer ID, which was coded into byond, creates a unique ID for each person that has byond on their computer. Meaning that whenever byond is installed on a different computer, the computer ID will be different.

Although people can evade bans with rather simple knowledge, these things combined should keep the unwanted off the server for the most part.

Do note that jobbans are only stored on the ckey, but not the IP and computer ID.

Notes will be auto-generated for the ban issued.

ACTUALLY BANNING PEOPLE!

There are 3 different ways to issue bans (four technically, but you don't need to worry about the fourth)

Options panel for **Isdat Afamas** played by **Antonkr** ([GameAdmin](#)) ([Heal](#))

[[VV](#) - [TP](#) - [PM](#) - [SM](#) - [JMP](#)]

Mob type = /mob/living/carbon/human

[Kick](#) | [Ban](#) | [Jobban](#) | [Identity Ban](#) | [Notes](#) | [Prison](#) |

Mute: [IC](#) | [OOC](#) | [PRAY](#) | [ADMINHELP](#) | [DEADCHAT](#) (toggle all)

[Jump to](#) | [Get](#) | [Send To](#)

[Traitor panel](#) | [Narrate to](#) | [Subtle message](#)

Transformation:

[Human](#) | [Monkeyize](#) | [Corgize](#) | [Make AI](#) | [Make Robot](#) | [Make Alien](#) | [Make Slime](#)
[Make Blob](#) | [Animalize](#) |

Rudimentary transformation:

These transformations only create a new mob type and copy stuff over. They do not take into account MDMs and similar mob-specific things. The buttons in 'Transformations' are preferred, when possible.

[Observer](#) | [[Alien](#): [Drone](#), [Hunter](#), [Queen](#), [Sentinel](#), [Larva](#)] [Human](#) [[slime](#): [Baby](#), [Adult](#)] [Monkey](#) | [Cyborg](#) | [Cat](#) | [Runtime](#) | [Corgi](#) | [Iai](#) | [Crab](#) | [Coffee](#) | [[Construct](#): [Armored](#), [Builder](#), [Wraith](#)] [Shade](#)

Other actions:

[Forcesay](#) | [Thunderdome 1](#) | [Thunderdome 2](#) | [Thunderdome Admin](#) | [Thunderdome Observer](#) |

IF THE PERSON IS ONLINE

If so, **player panel** is the easiest way. Simply clicking on ban/jobban will give you all the needed prompts and it's rather self explanatory. All bans are stored in minutes, so multiply 1440 by the amount of days you want the person to be gone, and you are good to go. Things aren't always so simple though.

Do note that if they ghosted, you need to ensure to bring up the player panel for the ghosts, not their dead catonic body.

After issuing the ban, it will be added to the database,

IF THE PERSON ISN'T ONLINE

You have two methods. First, called the "monkey method" is preferable.

Firstly you will need to find the person's IP and computer ID. This can be done rather easily either from logs, in which you can find when the person logged on, as well as their IP/Computer id with a line looking like.

[00:46:00]ACCESS: Login: Furienify/(Furienify) from 50.159.25.152-4138466372 || BYOND v503

Furienify in this case is the byond key, the 50.159.25.152 is the IP, and 4138466372 is the computer id. This can also be found in the connections database, assuming you know the ckey.

1. Spawn a monkey on the thunderdome.
2. Enter var-edit for the monkey, and put in the person's ckey in the ckey slot.
3. Enter the person's IP in the variable lastknownIP. To modify the variable click (E) to the left of it. Select text, input the IP and click Okay.
4. Enter the person's computer ID, in the computer_id variable. Modifying the variable works in the same way.
5. Follow the steps of the above method, with player panel of the monkey, and whatever ban you wish to apply.

ALTERNATIVE METHOD

If for whatever reason you need to, you can also manually input all the information into the Banning Panel, and go from there. This is typically not as preferable as the other two methods.

TIPS/EVENTS

I WILL DO
THIS LATER



FEEDBACK

[FEEDBACK GOES HERE!](#)

https://docs.google.com/forms/d/1aM4zEySOF1JQdwFLAKVo9qeaLstNfbNZmHvpDPylf-c/viewform?usp=send_form

